IN THE CLAIMS:

Claim 1 (currently amended) A recording medium on which is recorded a computer-readable and executable software program that performs processing by taking as instructions an output from a controller of a computer, said controller having one or more pressure-sensitive means, wherein

said software program comprises a processing program that moves an object within a screen of a ~~TV~~ monitor of the computer depending on the output of said controller, wherein a distance moved by the object is uniquely determined by an output value of said controller indicative of a highest pushing pressure exerted on at least one of said one or more pressure-sensitive means during a current operating cycle of said one or more pressure-sensitive means, wherein the movement of the object within the screen of the TV monitor represents an action executed in a three-dimensional space .

Claim 2 (currently amended) The recording medium according to claim 1, wherein a distance of the movement of ~~an~~ said object on the screen of the ~~TV~~ monitor is determined depending on a rate of change per unit time of the output value of said controller.

Claim 3 (currently amended) The recording medium according to claim 1, wherein a distance of the movement of the object is determined depending on a rate of change per unit time of ~~an~~ the output value of said controller, ~~according to the results of~~ by multiplying ~~said rate of change coefficient by~~ a current position of said object by a rate of change coefficient correlated with the output value of said controller.

Claim 4 (currently amended) A method of moving an object displayed on a screen of a ~~TV~~ monitor of a computer having a controller which has one or more pressure-sensitive means, comprising the steps of:

sensing a pushing pressure ~~of~~ exerted by a user on said controller of the computer by said one or more pressure-sensitive means;

determining a ~~pressure-sensed~~ pressure-sensing output signal depending on said ~~pushing~~ sensed pressure; and

moving the object within the screen depending on ~~the~~ a magnitude of said pressure-sensing output signal, wherein the magnitude is indicative of a highest pushing pressure exerted on said pressure-sensitive means during a current operating cycle of said pressure-sensitive means and the movement of the object within the screen of the monitor represents an action executed in a three-dimensional space.

Claim 5 (currently amended) The method of moving an object according to claim 4, wherein

in said step of moving the object within the screen depending on the magnitude of said pressure-sensing output signal, a distance of movement of the object is determined depending on the rate of change per unit time of ~~an output value of said controller~~ the magnitude of said pressure-sensing output signal.

Claim 6 (currently amended) The method of moving an object according to claim 4, wherein

in said step of moving ~~the~~ said object within the screen depending on the magnitude of said pressure-sensing output signal,

a position of movement of said object is determined ~~according to the results of multiplication of a velocity coefficient that depends on the magnitude of said pressure-sensing signal and~~ by multiplying a current position of said object by a velocity coefficient that depends on the magnitude of said pressure-sensing signal.

Claim 7 (currently amended) A computer comprising a controller which has pressure-sensitive means;

a monitor having a screen;

one or more means for sensing a pushing pressure exerted by a user on said controller;

means for determining a pressure-sensing output signal depending on said pushing pressure; and

means for moving an object within said screen displayed on said monitor depending on ~~the~~ a magnitude of said pressure-sensing output signal, wherein said means for sensing indicates a highest pushing pressure exerted on said ~~pressure-sensitive means~~ one or more means for sensing a pushing pressure during a current operating cycle of said pressure-sensitive means and the movement of the object within said screen represents an action executed in a three-dimensional space.

Claim 8 (currently amended) The computer according to claim 7 further comprising:

means for determining a distance of movement of the object depending on a rate of change per unit time of ~~an output value of said controller~~ the magnitude of said pressure-sensing output signal.

Claim 9 (currently amended) The computer according to claim 7, further comprising:

means for determining a distance of movement of the object depending on a rate of change per unit time of ~~an output value of said controller~~ the magnitude of said pressure-sensing output signal, ~~according to the results of~~ by multiplying ~~said rate of change coefficient by~~ a current position of said object by a rate of change coefficient correlated with the magnitude of said pressure-sensing output signal.

Claim 10 (new) The recording medium according to claim 1, wherein a vertical distance of the movement of the object is determined depending on a rate of change per unit time of the output value of said controller by multiplying a current vertical position of said object by a rate of vertical change coefficient correlated with the output value of said controller, successive rate of vertical change coefficients being stored for manipulation to reverse the distance of vertical movement after a vertical apex of the object is reached.

Claim 11 (new) The recording medium according to claim 10, wherein said software program determines that a vertical apex has been reached when a component of the pushing pressure exerted on said one or more pressure-sensitive means indicating the vertical distance of movement is released.

Claim 12 (new) The method of moving an object according to claim 4, wherein

in said step of moving said object within the screen depending on the magnitude of said pressure-sensing output signal,

a vertical position of movement of said object is determined by multiplying a current position of said object by a vertical velocity coefficient that depends on the magnitude of said pressure-sensing signal, successive vertical velocity coefficients are stored, and the stored vertical velocity coefficients are used to reverse the vertical position of movement after determining that a vertical apex of the object is reached.

Claim 13 (new) The recording medium according to claim 12, wherein the vertical apex is determined to be reached when a component of the pushing pressure exerted on said one or more pressure-sensitive means indicating the vertical distance of movement is released.

Claim 14 (new) The computer according to claim 7, further comprising:

means for determining a vertical distance of movement of the object depending on a rate of change per unit time of the magnitude of said pressure-sensing output signal by multiplying a vertical position of said object by a vertical distance rate of change coefficient correlated with the magnitude of said pressure-sensing output signal, storing successively determined vertical distance rate of change coefficients, and reversing the vertical position by manipulating the stored vertical distance rate of change coefficients after a vertical apex of the object is reached.

Claim 15 (new) The computer according to claim 14, wherein the vertical apex is determined to be reached when a component of the pushing pressure exerted on said one or more means for sensing a pushing pressure indicating the vertical distance of movement is released.

Claim 16 (new) The recording medium according to claim 1, wherein the action executed in a three-dimensional space is a jumping action.

Claim 17 (new) The method of moving an object according to claim 4, wherein the action executed in a three-dimensional space is a jumping action.

Claim 18 (new) The computer according to claim 7, wherein the action executed in a three-dimensional space is a jumping action.